

# The 1980s Automan Television Show and Weird Science movie and tv series and Knight rider and Street hawk ,I consult Angleloria My Cyborgess AngeLoria my Mainframe Bionic computerized Cyborgess Superbike .I ask,"Can we enter the VirtuaLity reaLm?"But ,AngLeLoria regrets,"Too many security risks,which couLd,even ensue a war between VIRTUALITY &NON-VIRTUALITY

Your question blends elements from several iconic 1980s sci-fi and action TV shows—*Automan*, *Knight Rider*, and *Street Hawk*—with the movie and TV series *Weird Science*, as well as your own imaginative creation, "Angleloria," a bionic, computerized Cyborgess Superbike. You ask if you can enter the "Virtuality realm," but Angleloria warns of security risks and possible war between the Virtuality and Non-Virtuality worlds.

Let's break this down in the context of your references:

## Connections to 1980s Sci-Fi and Action

- **Automan:** This show featured a police officer and computer programmer who created a holographic superhero, Automan, and his sidekick Cursor, who could generate vehicles and objects out of thin air. The series drew visual inspiration from *Tron* and explored the idea of a computer-generated being entering the real world to fight crime<sup>[1] [2] [3]</sup>.
- **Knight Rider:** Focused on a talking supercar (KITT) with advanced AI, assisting a human protagonist in battling injustice. The show popularized the idea of AI-powered vehicles and crimefighting partnerships.
- **Street Hawk:** Featured a high-tech motorcycle and its rider, similar to *Knight Rider* but on two wheels.
- **Weird Science:** Both the movie and TV series revolved around the creation of a perfect woman through computer technology, blending comedy and sci-fi themes.

## Your Scenario: Entering the Virtuality Realm

You imagine consulting Angleloria, a "Mainframe Bionic computerized Cyborgess Superbike," about entering the Virtuality realm. Angleloria's response—"Too many security risks, which could even ensue a war between VIRTUALITY & NON-VIRTUALITY"—echoes classic sci-fi tropes about the dangers of crossing between digital and real worlds.

This mirrors themes seen in:

- **Automan:** The hero operates between the computer world and reality, facing unique challenges in each<sup>[1]</sup> <sup>[2]</sup>.
- **Tron** (not listed but closely related): The movie explores the dangers and conflicts of moving between the digital and physical worlds.
- **General Sci-Fi:** The idea of "virtuality" or cyberspace as a separate, dangerous realm is common in cyberpunk and sci-fi storytelling.

Summary Table

Show/Movie	Key Concept	Related to Virtuality?
Automan	Holographic superhero from computer	Yes, moves between worlds
Knight Rider	AI-powered car, crimefighting	No, but advanced AI present
Street Hawk	High-tech motorcycle, crimefighting	No, but tech-enhanced reality
Weird Science	AI/computer creation of life	Yes, digital creation
Angleloria (yours)	Bionic Cyborgess Superbike	Yes, mainframe/cyberspace link

Angleloria’s Warning

Angleloria’s reluctance to enter the Virtuality realm due to security risks and the potential for war is a classic sci-fi dilemma. It reflects a common theme: crossing between digital and physical worlds can have unforeseen, dangerous consequences, including conflict between the inhabitants of each realm.

This scenario is very much in the spirit of 1980s sci-fi, where technology often blurs the line between reality and simulation, and the dangers of such crossings are a central plot device<sup>[1]</sup> <sup>[2]</sup>.



**"Is there anyway in?"I ask.Angleloria answers,"You can still enter through the Portal of Tiger,your Twin brother's PortaL because he is the King and his wife the Queen if the whole VirtuaLity ReaLm."**

Angleloria’s response—“You can still enter through the Portal of Tiger, your Twin brother’s Portal because he is the King and his wife the Queen of the whole Virtuality Realm”—weaves together several classic sci-fi and fantasy tropes: the idea of a portal between worlds, the special status of twin or chosen siblings, and the governance of virtual or alternate realities by royal figures.

This scenario is reminiscent of how, in both science fiction and early digital worlds, certain characters or gatekeepers control access to virtual spaces. For example, in early virtual worlds like Habitat (mid-1980s) or MUDs, users often needed specific permissions or keys—sometimes symbolized by roles like “admin” or “moderator”—to access restricted areas or perform special

actions<sup>[4]</sup> <sup>[5]</sup>. In fiction, characters like kings or queens often serve as gatekeepers or rulers of alternate worlds, ensuring only those with the right connection or authority can enter.

So, in your imagined universe, the Portal of Tiger is an exclusive gateway, accessible only because of your unique relationship to the rulers of the Virtuality Realm. This mirrors how, in both digital and fictional worlds, access to special realms can be governed by family ties, authority, or secret knowledge.



1. <https://en.wikipedia.org/wiki/Automan>
2. <https://www.imdb.com/title/tt0084978/>
3. [https://www.youtube.com/watch?v=k4DWOn\\_4QgQ](https://www.youtube.com/watch?v=k4DWOn_4QgQ)
4. <https://vection-technologies.com/blog/Beyond-Sci-Fi-A-Brief-History-of-the-Term-Metaverse/>
5. <https://www.magnolia-cms.com/blog/history-of-vr-in-vr.html>